

## CLAIMS

What is claimed:

- Insal*
1. A gaming terminal, comprising:  
a body;  
at least one processor within said body;  
at least one monitor in communication with said at least one processor and secured to said body  
so as to be adjustable to a plurality of orientations; and  
at least one input element in communication with said at least one processor.
  2. The gaming terminal of claim 1, wherein said at least one monitor comprises a flat panel display.
  3. The gaming terminal of claim 2, wherein said at least one flat panel display comprises a flat cathode ray tube display.
  4. The gaming terminal of claim 2, wherein said at least one flat panel display comprises a field emission array.
  5. The gaming terminal of claim 2, wherein said at least one flat panel display comprises a light emitting diode display.
  6. The gaming terminal of claim 1, wherein said at least one input element comprises at least one touch sensitive region of a screen of said at least one monitor.
  7. The gaming terminal of claim 1, wherein said at least one input element is separate from a screen of said at least one monitor.
  8. The gaming terminal of claim 1, wherein said at least one processor is in communication with one or more devices external to the gaming terminal.
- CG*

9. The gaming terminal of claim 1, wherein said at least one processor does not require the introduction of currency into an apparatus at least partially contained within said housing prior to initiating a game.

10. The gaming terminal of claim 1, further comprising:  
a support for securing said at least one monitor to said body.

11. The gaming terminal of claim 10, wherein said support is configured to facilitate movement of said at least one monitor along at least one axis.

12. The gaming terminal of claim 10, wherein said support is configured to facilitate movement of said at least one monitor along a plurality of axes.

13. The gaming terminal of claim 10, wherein said support is configured to facilitate at least horizontal movement of said at least one monitor.

14. The gaming terminal of claim 10, wherein said support is configured to facilitate at least vertical movement of said at least one monitor.

15. The gaming terminal of claim 10, wherein said support is configured to facilitate at least pivotal movement of said at least one monitor.

16. A cash-free gaming terminal, consisting essentially of:  
at least one processor;  
at least one monitor in communication with said at least one processor and moveable to a plurality of orientations;  
at least one input element in communication with said at least one processor.

17. The cash-free gaming terminal of claim 16, wherein said at least one monitor comprises a flat panel display.

18. The cash-free gaming terminal of claim 17, wherein said at least one monitor comprises a flat cathode ray tube display.

19. The cash-free gaming terminal of claim 17, wherein said at least one monitor comprises a field emission array.

20. The cash-free gaming terminal of claim 17, wherein said at least one monitor comprises a light emitting diode display.

21. The cash-free gaming terminal of claim 16, wherein said at least one input element comprises at least one touch sensitive region of a screen of said at least one monitor.

22. The cash-free gaming terminal of claim 16, wherein said at least one input element is separate from a screen of said at least one monitor.

23. The cash-free gaming terminal of claim 16, wherein said at least one processor is in communication with one or more devices external to the cash-free gaming terminal.

24. The cash-free gaming terminal of claim 23, wherein said at least one processor is in communication with a processor of an automated cashier.

25. The cash-free gaming terminal of claim 16, further comprising:  
an articulation system for said at least one monitor.

26. The cash-free gaming terminal of claim 25, wherein said articulation system is configured to facilitate movement of said at least one monitor along at least one axis.

27. The cash-free gaming terminal of claim 25, wherein said articulation system is configured to facilitate movement of said at least one monitor along a plurality of axes.

28. The cash-free gaming terminal of claim 25, wherein said articulation system is configured to facilitate at least horizontal movement of said at least one monitor.

29. The cash-free gaming terminal of claim 25, wherein said articulation system is configured to facilitate at least vertical movement of said at least one monitor.

30. The cash-free gaming terminal of claim 25, wherein said articulation system is configured to facilitate at least pivotal movement of said at least one monitor.

31. A gaming system, comprising:  
at least one automated cashier; and  
a plurality of cashless gaming terminals, each gaming terminal of said plurality including:  
a processor that communicates with a processor of said at least one automated cashier;  
and;  
an articulating monitor in communication with said processor of said gaming terminal.

32. The gaming system of claim 31, wherein said at least one automated cashier is located in proximity to at least one gaming terminal of said plurality of gaming terminals.

33. The gaming system of claim 32, wherein said at least one automated cashier and said at least one gaming terminal are positioned adjacent to one another.

34. The gaming system of claim 32, wherein said at least one automated cashier and said plurality of gaming terminals are physically grouped together.

35. The gaming system of claim 31, wherein said at least one automated cashier comprises:  
said processor;  
a housing;  
at least one of a receptacle for currency and a card reader at least partially contained within said housing and in communication with said processor;  
a currency dispenser at least partially contained within said housing and in communication with said processor; and  
a display at least partially contained within said housing and in communication with said processor.

36. The gaming system of claim 35, further comprising:  
an input element at least partially contained within said housing and in communication with said processor.

37. The gaming system of claim 36, wherein said input element comprises at least a touch sensitive region of a screen of said display.

38. The gaming system of claim 36, wherein said input element is separate from a screen of said display.

39. The gaming system of claim 31, wherein said articulating monitor comprises a flat panel display.

40. The gaming system of claim 39, wherein said flat panel display comprises a flat cathode ray tube display.

41. The gaming system of claim 39, wherein said flat panel display comprises a field emission array.

42. The gaming system of claim 39, wherein said flat panel display comprises a light emitting diode display.

43. The gaming system of claim 31, wherein each gaming terminal further comprises: a support member for facilitating movement and positioning of said articulating monitor.

44. The gaming system of claim 43, wherein said support member is configured to facilitate movement of said articulating monitor along at least one axis.

45. The gaming system of claim 43, wherein said support member is configured to facilitate movement of said articulating monitor along a plurality of axes.

46. The gaming system of claim 43, wherein said support member is configured to facilitate at least horizontal movement of said articulating monitor.

47. The gaming system of claim 46, wherein said support member is configured to facilitate at least vertical movement of said articulating monitor.

48. The gaming system of claim 46, wherein said support member is configured to facilitate at least pivotal movement of said articulating monitor.

49. A gaming method, comprising:  
selecting a gaming terminal at which a game is to be played;  
situating a gamer in a desired position at said gaming terminal; and  
adjusting at least one element of said gaming terminal to facilitate access thereto by said gamer while in said desired position.

50. The gaming method of claim 49, wherein said adjusting at least one element comprises placing a monitor of said gaming terminal in a desired location.

51. The gaming method of claim 49, wherein said adjusting is at least partially manually effected.

52. The gaming method of claim 49, wherein said adjusting is at least partially automatically effected.

53. The gaming method of claim 49, further comprising:  
initiating a game at said gaming terminal.

54. The gaming method of claim 53, further comprising:  
obtaining at least one game credit at a location remote from said gaming terminal, said initiating said game comprising use of said at least one game credit.

55. The gaming method of claim 54, wherein said obtaining at least one game credit includes obtaining a house account to be used at least at said remote location.

56. The gaming method of claim 55, wherein said obtaining said house account comprises obtaining at least one of an account card and an account number.

57. The gaming method of claim 55, further comprising:  
using said house account at least at said remote location.

58. The gaming method of claim 57, wherein said using said house account comprises entering at least one of an account number into a user input element of said gaming terminal at said remote location and at least partially inserting an account card into a card reader of said gaming terminal.

59. The gaming method of claim 57, further comprising:  
selecting a number of game credits to be used to play a game at said gaming terminal at said  
remote location.

60. The gaming method of claim 59, wherein said selecting comprises wagering said  
number of game credits on said game.

61. The gaming method of claim 54, further comprising:  
receiving monetary compensation for credits at a location remote from said gaming terminal.

09/26/2014 10:25:00 AM